

### AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Claims:

1. (Currently amended) A method of playing a game, comprising:

providing a first player with a sensor and a second player with a sensor for measuring brain wave frequencies of the players;

the first player rolling a ~~magnetic~~ unit on top of a playing area in an x-direction toward a goal area of a the first player when the brain wave frequency of the first player is between 3-12 Hz and the brain wave frequency of the first player is below a brain wave frequency of the second player, wherein moving the unit into the goal area of the first player establishes the first player as the winner of the game ~~thereby indicating the mental state of the first player is more relaxed as compared to the mental state of the second player, and~~

the first player increasing a velocity of the ~~magnetic~~ unit by lowering the brain wave frequency of the first player towards 3 Hz.

2. (Currently amended) The method according to claim 1 wherein the unit is a magnetic unit and the method further comprises floating the unit a distance (D) over the playing area.

3. (Previously presented) The method according to claim 1 wherein the method further comprises measuring theta wave, alpha wave and beta wave frequencies of the brains of the players.

4. (Previously presented) The method according to claim 1 wherein the method further comprises the player navigating the unit through a labyrinth by moving the unit in both the x-direction and the y-direction.

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5. (Previously presented) The method according to claim 1 wherein the method further comprises the player moving the unit in the x-direction by lowering the brain wave frequency to a value that is lower than a value of a brain wave frequency while the player simultaneously moves the unit in the y-direction when the brain wave frequency exceeds 18 Hz.
6. (Previously presented) The method according to claim 1 wherein the method further comprises the player winning the game by moving the unit to a segment adjacent to the player.
7. (Previously presented) The method according to claim 1 wherein the method further comprises the player losing the game by moving the unit over an edge in the y-direction.
8. (Previously presented) The method of claim 1 wherein the method further comprises the first player rolling the unit in a y-direction perpendicular to the x-direction when the brain wave frequency of the first player is at least 18 Hz and the brain wave frequency of the first player is greater than the brain wave frequency of the second player.
9. (Currently amended) The method of claim 1 wherein the ~~magnetic~~ unit is a magnetic ball.
10. (Previously presented) The method of claim 2, wherein the distance (D) is a constant distance.
11. (New) The method of claim 1, wherein the goal area of the first player is situated in the direction of the second player and rolling the unit on top of the playing area in the x-direction toward the goal area of the first player also rolls the unit towards the second player.